



# VIDEO GAME PREVIEW GUIDE

**OVER 70 GAMES  
PREVIEWED  
INSIDE!**

SUPPLEMENT TO ELECTRONIC GAMING MONTHLY

*Las Vegas*  
CONVENTION CENTER

BY THE EDITORS OF ELECTRONIC GAMING MONTHLY

# 1995 CES WINTER CONSUMER ELECTRONICS SHOW

## WHERE DO WE START...

Every year around this time, the Winter Consumer Electronics Show (CES) is held at the Las Vegas Convention Center. This year, it was held on Jan. 6-10. While those dates usually mean extra money for the cab drivers who love and hate the show, it also means that new video games and technology will be showcased as well. Although the show didn't have as many new products as previous years, there was still plenty to talk about. On with the show...

## NINTENDO GOES 32-BIT...

No, it's not what you expect. Nintendo's big focus at this show was on its 32-bit Virtual Boy. This item was first showcased in the January 1995 issue of EGM. For those of you who missed it, here's a brief synopsis. This machine is a true 3-D

portable gaming system that will be released in America in April at cost of about \$200.

Now please, take the word portable lightly because the unit itself isn't very light.

Nintendo had a small room set up so everyone could wander through to look at the games on large-screen monitors. As usual, beautiful hostesses passed out the special goggles and cued you in as to what you would see beyond the doors.

After trying the unit and the two games that were playable, *Tetris* and *Virtual Pinball*, we discovered that the 3-D effect is cool, but the constant red color will drive your eyes nuts after a short time.

Nintendo was also showing some nifty software. As expected, *StarFox 2* attracted a lot of attention. You can find a four-page Fact File in



this issue of EGM. Also shown were Kirby's *Avanland* (Tetris with jelly beans (Puyo Puyo)) and the cool Donkey Kong Land for the Game Boy, which even has the cool 3D-rendered look.

## SEGA GOES ALL-OUT 32X...

Just by walking around the Sega booth, you'd think that Sega had nothing to show. Except for an early version of *Chaosix* for the 32X they snuck out into the main area, it really looked bleak for Sega... until you scored one of the special passes from the Sega representatives and got to go inside their secret area.

There you got to see what Sega has been withholding for months—the Saturn. With *Virtua Fighter* fired up, there was a small crowd giving it the rundown. Also on hand were two *Virtua Fighter 2* arcade machines. This arcade version makes the original *Virtua Fighter* for arcades look like an 8-bit title. Of course, the other big news

was *Chaosix*, the latest action game for the 32X. This one stars Knuckles the Echidna and a whole new cast of zany animals, but there's a certain blue hedgehog who's missing. Seems that Sonic's days may be over sooner than we think. Or are they?

Sega also announced, at an off-site conference, the

confirmed arrival of the Neptune system, which is basically a 32X and Genesis combined into one unit.

## JAGUAR BEARS ITS CLAWS...

Atan didn't pull any punches at this show. The Atan booth was filled with consumers wanting to check out what the 64-bit realm had in store for them. Atan had plenty of quality software to show off.

The biggest surprise was the true unveiling of the Jaguar CD-ROM actually playing a CD, *Blue Lightning*. Although looking more like a downsized version of *Afterburner*, it was unfinished and will hopefully be the start of great CD games for the Jaguar. While wandering around, other titles jumped out at you, most notably *Conan the Barbarian*. This game featured huge, colorful characters and looked to be a lot of fun. *Rage Rally* was a cutesy racing game that had great animation and colorful graphics. The polygon game *Fight for Life* looks like it will be in direct competition with Sega's *Virtua Fighter*. If you know VF, you'll like *Fight for Life*. On the lighter side, *Cyber Boy* fell in love with the *Alien vs. Predator* posters that they were handing out and the prize-winning slot machine was a fun way to liven up the day.



## SNK STRUTS THEIR STUFF...

In what was to be a well-known surprise, SNK has finally returned to the CES. With a spectacular booth that showcased the direction SNK is heading with their soon-to-be released Neo-Geo CD system, SNK was poised to show everyone that they have returned in full force.

The highlight of the SNK booth was the huge, 16-screen monitor that displayed their media presentation and was the center of the Samurai Shodown II Contest. Participants in the audience were randomly chosen to compete for prizes like a Neo-Geo Gold System and the highly coveted Neo CD. EGM's own Mike Weigand was chosen to compete but unfortunately didn't win. SNK even had characters from Samurai Shodown II walking around. These included Galford, who mysteriously disappeared after the first day; a very vocal Hachmaru and two Chan Chams, who were cute enough to be nominated for Best Babes at the show.

## 3DO ON THE MOVE...

As usual, heading over to the 3DO booth was quite a long haul since they chose to be by the rest of the home electronics, rather than in the video game section. Naturally, these two buildings have to be the farthest apart and crossing the street in front of the South 6 Annex is a chore in itself. Anyway, 3DO was there in full force with all

their licensees strutting their stuff. Konami had an interesting game called Policenauts, which is basically Snatcher, but word has it that Konami may not release it. Bummer. Remember seeing the ads in EGM that mentioned some guy named Fritz? Well, we



finally discovered who the heck Fritz is when we ventured into the ReadySoft area. This game looks like a riot and will definitely be anticipated as the development moves on. But hey, what's that classical music I hear? Explosions, too? After following the sounds, we knew it could only be Silent Software's incredible Return Fire. Although the game should be out in stores by the time you read this, there was a huge crowd gathered around the television as tanks and helicopters blasted each other to pieces. Did you say Return Fire 2 is in the works? I couldn't hear you over the booming music.

Studio 3DO was also excited to show us their latest first-person perspective blaster, Killing Time. Using a modified version of the engine from Escape From Monster Manor, this game has more realistic graphics, bigger areas to explore and much more of a mystery to attempt to solve.

In the coming months, be sure to check out games like PD's and Dino Blaz among others. The future of the 3DO looks extremely bright.

## CD-I EXPANDS HORIZONS...

The Philips CD-I was considered the underdog when it came to gaming. That was until the full-motion video cartridge arrived to change all of that. Game titles like Dragon's Lair II, Chaos Control and Burn: Cycle forev-

er changed the way people thought about the CD-I and its typical education-oriented software.

This year, Philips had their display packed with good titles to keep the growing user base quite happy. The first stop was at an odd-looking game called Secret Mission. Although it was entirely written and spoken in French, the graphics did most of the talking. They were saying spectacular things. Completely



computer-generated, an involving plot (at least what we could pick up) and unique perspectives make Secret Mission one to

look for. Next we journeyed over to the kiosk that was showing off Lemmings. I know, it sounds strange that a company would release the original Lemmings when there are sequels out already. This version has a lengthy animated sequence starring all the Lemmings demonstrating what they can do. Look for a a Fast File in this issue of EGM. Lastly, we came upon Thunder in Paradise. Fans of the show will be happy to know that the actual characters from the show are participating. (Yeah, like anyone could truly play a stunt double for Hulk Hogan.) Basically, the game is set in an actual episode that you act in. Pilot Thunder through the rough seas blasting down missiles, then head into a warehouse and wipe out the thugs with your guns. Get the idea? This game has incredibly clean video footage.

## A LOOK TO THE FUTURE...

The CES has always been the proving grounds for what's hot and what's not in video gaming, and this show was certainly no different. If you've been to any of the previous shows then take a look around this one, you'll realize for yourself what's going on: the demise of the 16-bit market.

Dn sure, there were plenty of companies who had good, quality software to show off, but not

anywhere near the quantity that was shown at the previous expositions. The realm of 32- and 64-bit are close at hand, although only Atari was broadcasting 64-bit and Sega was broadcasting 32-bit with the 32X. Where was the Ultra 64? Where were the PlayStation and Saturn? The only place people could try out these systems were at the Japanese import store booths, who were more than happy to let you try out Ridge Racer for the PlayStation and Virtua Fighter for the Saturn. Of course, once these consumers tried out these high firepower games, they always asked, "How come I can't play this game at the Sega booth?" or "Where's Sony? I really want to grab some brochures." The answer is simple, Sega doesn't want everyone to see what the Saturn can do yet, which is smart since it could turn away potential sales of the 32X. The PlayStation could survive on just the type alone.

What's everyone talking about now? The E3 show that will take place in Los Angeles. What's there, you ask? Sony will be unveiling the PlayStation and Sega will have the Saturn. Want to know more? Stay tuned to EGM.



**Acclaim Ent.****•Judge Dredd**

Trying to find the Sega games was quite a task. With Nintendo routing all of the companies, Genesis games were strewn about the many buildings of the Winter CES.

Most of the licensees of Sega were far from the general Sega area.

Of all the licensee booths, Acclaim had an impressive one (even though it's been the same for a couple years). In it they had several Genesis titles.

The first, *Judge Dredd*, was based on the upcoming Sylvester Stallone movie. The game impressive, boasting lots of action. *Judge Dredd* is a side-scrolling actionfest.

Next we were able to preview their newest game, *Spider-Man*. This one was



still very early, but it's based on the hot, new *Spider-Man* cartoon that's been attracting lots of viewers.

We've been waiting for a while, and it seems that

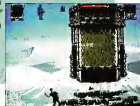
**Acclaim Ent.****•Spider-Man**

If you enjoyed *Maximum Carnage*, you'll love this one.

**Acclaim Ent.****•Stargate**

*Stargate* will be coming out soon, about the same time as the video is released. *Stargate* stays close to the movie's plot with a lot of attention to detail.

Acclaim had a decent showing, but the EGM guys had to forge on to see what games the other companies were offering...

**Accolade****•Barkley's Shut-up & Jam 2**

*Shut-up & Jam 2* looks a heck of a lot better than the first.

Our next stop was Accolade, where there were a number of computer and Genesis titles. Although there were only two games we hadn't seen before, we were able to find out that the folks at Accolade are currently



working on *Star Control 3* for the PlayStation! Excellent!

They also had *Barkley's Shut-up & Jam 2*, which looked and played a lot

(Continued...)



## Accolade

### •HardBall '95



better than the original. Also on display was the latest in the HardBall series, **HardBall '95**. This one was filled to the brim with a ton of options and stats to keep even the most critical sports fanabe happy. They just keep getting more and more realistic! Accolade also had a more complete version of their



action/adventure **Fire Team Rogue** on display.

## Namco

### •Weapon Lord



**Weapon Lord** is the hot, new fighting game by Namco, and it looks like it might be a success, because some notable programmers who specialize in fighting games lent their talents to it.

**Weapon Lord** has a multi-



bude of weapons and special moves. You must perform specific combos in order to



find certain death moves. Will **Weapon Lord** blow away **SP2** and **MKII**? Only time will tell.



## Ocean

### •Mr. Nutz 2



Ocean had quite a few games to show, although most were for Europe. They only had one never-before-seen title and that was **Mr. Nutz 2**. Once again, you get to play as the squirrel who loves nuts. This time around, **Nutz** uses a world map similar to the one in the Mario games. **Mr. Nutz 2** played



better than the original Super NES version.



## Sega of America

### •NBA Action '95



Sega had a giant hexagonal booth with all the latest games placed in the center, which could only be reached if you had a special pass.

Of course, we had to get in. One of the games we were able to see was **NBA Action '95**. Known for its excellent sports games, Sega doesn't let fans down with this



intense b-ball game. Another sports game. (Continued)

## TECHNOLOGY

### New controllers By STD



STD, known for its excellent line of controllers and peripherals, showed several new peripherals.

First off, there was the **AV Station (A)**. It's essentially a switcher box for all of your cables.

They are also currently working on some new controllers for the Sony PlayStation (B) as well.

For the Sega Saturn they had preliminary designs for a six-button pad (C) and a full featured arcade-style stick (D).



## Sega of America

### •World Series Baseball '95



that Sega had was a new baseball game called **World Series Baseball '95**. This is by far the best baseball game Sega has developed. The control is great and the interface is easy to use, as you can perform a lot of different style pitches.

It looks like Sega has a great sports lineup this year. Watch for more next issue.



## American Technos

### •Popeye



The sailor with the oversized forearms returns in **Popeye** by American Technos. Look for familiar faces like Olive Oyl, Sweet Pea and the always-annoying Bluto.

If you enjoyed the cartoons and need a good action game, you'll like it.

## US Gold

### •PowerDrive



If you want some intense racing action for your Genesis, U.S. Gold is working on just the game to whet your appetite. It's called

**PowerDrive**. Race around a series of twisting, winding tracks while controlling your car from a bird's-eye view.

## SEGA CD

### FAHRENHEIT

There really weren't many Sega CD games to be seen. In fact, the only really new game was **Fahrenheit**. It was easy and contained little more than a bunch of full-motion videos showing fire-

## Sega of America

### •Fahrenheit



men in the course of saving people. Nothing on it was playable, so as far as what the actual game play is going to be like, we'll have to revisit this when it is more complete.

## Absolute

### •Battletech: GDI



JVC, known for their support of the CD system, had a fairly large booth where their Neo-Geo translations were playable, and they introduced a totally brand-new game called **Rally**. Rally is a series of races that use the powers of the CD format to put you behind the wheel. Rally even has windshield wipers!

Absolute has two new products for the Sega CD. One is **Penn & Teller's Smoke & Mirrors**, which is a series of off-the-wall jokes.

The other is based on FASA's famous battle board game. It's **Battletech: Gray Death Legion**. Watch for a realistic look at the Inner Sphere with this one!

## JVC

### •Rally



## Sunsoft

### •Justice League



At the Sunsoft booth we tried out their latest Genesis game called **Justice League**. As one might expect, it was made up of the superheroes from the DC Comics universe. Fighters ranging from Batman to Superman, each with the abilities they have in the comics, can be chosen—even the evil Darkseid.

Justice League offers SF2-style play and some of the best graphics on a Genesis fighting game.



## Acclaim Ent.

### •Mortal Kombat II



The erode hit **Mortal Kombat II** hits home on the 32X. All the macabre fighting action you've come to love is here. Fatalities, babalities, super deadly combos—you name it, it's here!

The 32X MKII improves the on-screen colors compared to the Genesis cart, and even the sound has been fine-tuned. If you have been waiting for a good version of MKII for the 32X, it's finally here. Are you prepared?



Looking for hot fighting action? Try this out!

## Sega of America

### •Chaotix



Sega really didn't have anything we hadn't seen before for the 32X, with one exception. A game called **Chaotix** was there, and it bears an amazing resemblance to the Sonic the Hedgehog series. It even had Knuckles as the title character. Needless to say, we had to take it for a little spin.



**Chaotix** features a number of characters from Sonic's world, and the graphics are reminiscent of some of the older games.

One unique play feature that was apparent was the



ability to choose a partner to use during the game. Partners can help you collect rings, propel you forward or even keep you from falling to your doom. There are a number of characters to choose from, so try using all of their powers to see what works best.

**Chaotix** really uses the 32X's scaling abilities, especially in the 3-D bonus levels where it gets really tough on

your eyes! All in all, this adds to the great look and feel of **Chaotix**.

While Sonic may not be present in this title, it still is



a decent game. You collect rings, fight colorful Bosses and it even has cinematics.

**Chaotix** has it all, and 32X fans should be delighted with this new addition to their library. Look for a fact file in this issue!



## UBI Soft

### •Rayman



UBI Soft surprised us by announcing that they will be working on a 32X version of their latest game, **Rayman**. **Rayman** was originally for the Atari Jaguar. It's a smoothly animated game with colorful fantasy backgrounds.

You play as Rayman, a heroic sprite-like character who punches the bad guys out of his path. Find objects along the way to get you through the many traps and obstacles.

**Rayman** looks pretty impressive, and the 32X doesn't have many games of this type. This is one worth looking into.



**Acclaim Ent.**

## •True Lies



Though there were fewer games than last year, there were still plenty of exhibits to see. Of all the booths and exhibits we toured, we managed to catch glimpses of some of the titles that we will be seeing throughout the upcoming year.

The first booth on our tour was Acclaim. They were showing a near-complete version of *True Lies*, whose release should coincide with the release of the movie on video tape. *True Lies* uses a 3/4 perspective in the main scenes and follows the plot of the film closely. Adding to the long list of licenses snatched up by Acclaim is *Spider-Man* based on the popular car-

**Acclaim Ent.**

## •Spider-Man



toon. This one takes our favorite web-slinger, and throws him in a battle against his worst adversaries. Another movie-to-game translation is *Stargate*. We've been waiting for this one for a while and it's

**Acclaim Ent.**

## •Stargate



almost done. In *Stargate*, enter a world light years away ruled under the ironclad grip of Ra.

**American Sammy**

## •Jimmy Houston's Bass T. USA



Over in the American Sammy area, people could try out America Sammy's latest fishing game, *Jimmy Houston's Bass Tournament U.S.A.* It's a relaxing cart that has you trying to catch the "big one." It's just the game for fishermen.

**Capcom**

## •Captain Commando



Next, our group proceeded toward the Capcom booth where two Darkstalkers machines caught our eyes. Unfortunately, there wasn't a home version — yet! They did have two new games. One was *Captain Commando*. Older players should remember this game from the arcades. It's sort of like *Final Fight*. Even bigger news was

**Capcom**

## •Megaman 7



the sneak preview of *Megaman 7*. Looking a lot more like the cartoon than *Megaman X*, the little cyborg has a whole new set of bad guys to fight. While this game is very cool, Capcom may not release it here in the States. It would be much-anticipated.



*Megaman 7* is the latest in the ongoing series.

**Electro Brain**

## •Dirt Trax F/X



The next company we visited was *Electro Brain*. They were previewing *Dirt Trax F/X*, which was cool.



We took a quick peek at Hudson, and found out that they had three new titles. They were showing off their *Sporting News Baseball*, and holding contests for the spectators for

**Hudson Soft.**

## •Sporting News Baseball



prizes. Needless to say, a lot of people fought for first place.

**Hudson Soft.**

## •Panic Bomber



Riding on the popularity of *Bombberman*, Hudson had a spin-off called *Panic Bomber* that resembled *Tetris* and *Puyo Puyo* in many ways. Finally there was a game based on the show *S.W.A.T.* *Katz*, which was action-oriented.

**Acclaim Ent.**

## •S.W.A.T. Katz





**Konami**

## •Metal Warriors



Konami was located on the outskirts of the Nintendo booth. They really didn't have as many games as they had in the past. Their latest game, **Metal Warriors** is really good, however. It's like a sequel to *Cybermator*. Players have a wide selection of mechs, and this time you can climb out and battle enemies on foot! This was easily one of the coolest games of the show.

**LJN**

## •Revolution X



Acclaim's little subsidiary will be releasing **Revolution X**. If you recall, *Rev X* is a shooting game originally released by Midway. It looked cool, and will be going to nearly all of the systems.

**Namco**

## •Weapon Lord



Namco was showing off **Weapon Lord**. WL was designed by the fighting games experts, and as one can expect, there are plenty of combos and techniques. *Weapon Lord* should be hot.

**Natsume**

## •Fishing to Bassing



After we finished mauling each other with *Weapon Lord*, we decided to hike on over to Natsume, which had a new fishing game called **Fishing to Bassing**. Launch your boat and get to the middle of the lake to see if you can catch a giant fish.

**Natsume**

## •Supernino Puzzle



They also had a puzzle game called **Supernino Puzzle** which looked addictive and easy to learn.

Major Mike, Dano and Cyber looked for *Pocky & Rocky 3*, but alas we were disappointed. Oh well.

**Nintendo**

## •Comanche



Nintendo had a giant area. They previewed their *Silicon Graphics* material and *Virtual Boy*.

For the Super NES, they had numerous cool games. One was called **Comanche**. It was a helicopter simulator that had texture-mapped polygons. Unfortunately, the playing screen was so pixelized that it was hard to see

**Nintendo**

## •Starfox 2



what was happening. I was more impressed with the other titles. **Starfox 2** especially caught my eye. (Look for a *Fact File* in this issue of *EGM*) It seems like the evil Andross has returned.

**Nintendo**

## •Kirby's Avalanche



to haunt Team Starfox once again. And... the R-Wings can morph. How cool can you get?

Nintendo also had **Kirby's Avalanche**, which was a

**Nintendo**

## •Earthbound



form of the Japanese puzzler *Puyo Puyo*. Blobs drop from the ceiling, a la Tetris, and you must make them disappear.

Possibly the most remarkable game Nintendo had was **EarthBound**. I never expected Nintendo to bring it to the States, but there it was. It goes under the name of *Mother 2*. Players must delve into the world's many secrets. Nintendo also had another game they were working on (Continued...)

**TECHNOLOGY**

Wavefront Game Ware  
By Wavefront Technology



Wandering around the show, you more than likely found yourself standing in front of the WaveFront booth more than once, and it's easy to see why. They had interactive demos running and frequent demonstrations as to how their WaveFront process works. Several companies use this technology to the extreme. Acclaim Entertainment devised a demo that included characters from the *Alien* movie. Argonaut Software is even using this technology for future Sony projects. Take a look at the pic shown below and you'll see why this technology is in such high demand.



## TECHNOLOGY

Virtual I/O • iGlasses  
By Virtual I/O, Inc.



"What the heck is this?" you ask. Basically, it's a pair of high-tech glasses that replace your boring, old television set. Instead of a screen, the video seems to float in front of you. Sound cool? It is. In addition to watching TV, you can play video and PC games in an intriguing, new way.

The glasses weigh only seven ounces, making them comfortable for everyday viewing. They're made from shatter-proof plastic to survive the rigors of everyday life. Set for an early 1995 release, the glasses will sell for a list price of \$599 for the base video unit and \$799 with the PC-module and head tracking. Be on the lookout for these and get set to view the world in a whole new way.



## Nintendo

## •F/X Fighter



**F/X Fighter.** In conjunction with GTE, this game uses polygons in a Virtua Fighter style. The version at the show was very early with only two of the fighters. However, what they did have looked pretty good.

Overall, Nintendo had a great showing. Almost every game they had was fun to play, although I wanted to see the Ultra 64. I guess I can wait for a little while.

## Ocean

## •Green Lantern



Dano and I took a stroll to see what our friends at Ocean were up to. They'd been busy with four new games, and there were a few surprises. The best was a game based on the old comic

## Ocean

## •Theme Park



book hero **Green Lantern.** You use your special ring to create weapons against the forces of evil. Ocean also had a Super NES version of **Theme Park.** Now players can build their own amusement park to their own

## Ocean

## •Lobo



specifications.

One surprise was a sneak preview of **Lobo**—the big dude from DC has his own game. Expect the same macabre humor with lots of carnage as you take on the meanest bounty hunter on a bunch of missions.

## Ocean

## •Putty Squad



Ocean also had **Putty Squad.** This sequel to their Super Putty series boasts some colorful graphics and combines action with puzzle-solving. After playing awhile, we moved on.

## Playmates

## •Mutant Chronicles



Playmates had a dark and dingy action car that was loaded to the brim with mutants, freaks and an assortment of viable weapons. One interesting point is the amount of blood that flows whenever an enemy gets hit. With a grim plot and nonstop thrills, **Mutant Chronicles** looked really good.

## Squaresoft

## •Secret of Evermore



Squaresoft had **Secret of Evermore.** This American-designed game uses the Secret of Mana engine, while improving the looks with Silicon Graphics technology. More on this later!

## Sunsoft

## •Justice League



Sunsoft debuted a Super Nintendo version of **Justice League** at the show. It looked even better than the Genesis and controller decently. Lots of rock 'em bop 'em action for super-

## Sunsoft

## •Wile E.'s Revenge



heroes. Look for lots of special moves and techniques. There are combos built into it too!

Sunsoft also had **Wile E.'s Revenge.** This madcap game continues the ongoing "survival of the fittest" battle between the world's fastest bird and the world's hungriest coyote. Throw in a few ACME inventions and you've got the designs for a comical game.

In other news, Sunsoft has a **Majing** PlayStation game on the way.

## Tecmo

## •Tecmo Bowl II



A while ago, Tecmo created the best game of football on the NES. Now, there is a brand-new game out that aims to smash the competition, **Tecmo Bowl II** has graphics that will wow you, and plays that will astound.

Pick your teams and play an entire season or just a single game. This is football at its finest. If you played the original NES one or the 16-Bit update, you'll be in for a surprise.



## Titus

## •Brainies



The kind people at Titus have a number of brain-boggling games. For example, there's **Brainies**. You have to move your Brainies onto pegs. Sounds easy, but really it's not. Here's a puzzler that is really different.



## Titus

## •Realm



Titus also has an action game called **Realm**. The looks and sounds of this one are top-notch, and it plays very well. Lots of high-fantasy action and plenty of weapons to use.



## Titus

## •Whizz



Whizz is another Titus game that sort of reminds me of Spindizzy, but it's really a cool concept done right. Whizz is a wacky critter who must traverse through a series of stages collecting power-ups and figure out



## Titus

## •Oscar



how to get through the levels.

Then there was **Oscar**, which we had seen before at the ECTS in London. Oscar is a comical cat who gets into mischief everywhere he goes. With the abundance of colors, this game has a certain European feel to it. The levels are huge and there are enemies galore.

Titus may have had a small booth, but they certainly had a lot of games. Besides, they gave out a cool pen. Let's see what they have next time.



## US Gold

## •Izzy's Quest for the Rings



Throughout the WCES we kept spying a strange, fuzzy blue thing that moped about the room. It wasn't until we visited the U.S. Gold booth that we found out that his name was Izzy. Izzy is U.S. Gold's character for the next



Olympics.

He's got his own game called **Izzy's Quest for the Rings**. In the game, he's looking for the Olympic rings in a number of cartoon-like worlds that are loaded with secrets. This game looked entertaining.

## Viacom

## •Phantom 2020



Finally there was Viacom. They had a more complete version of their **Phantom 2020** game that they showed us a while back. This one is based on the comic and it has a lot of cool features, like multiple types of weapons.



Almost caught in the bustle between Nintendo and Sega was the mighty Jaguar booth. It was here that we previewed the upcoming Jag games and Atari's CD-ROM system. All in all, it was an amusing sight. I even managed to acquire a Jaguar pin at a slot machine that gave Atari-based prizes.

The first game on the agenda was **Burn Out**. It was one of the best motorcycle racing games I've seen in a long time. It looked like an arcade game, and it played well, too.

### Atari

#### •Burn Out



Not a bad way to start!

One game that the Jaguar has been looking is the side-scrolling fighting game. Fortunately, we saw one game that really impressed us. Tentatively called **Conan the Barbarian**, it's a hack-'n'-slash that'll remind you of your days playing Golden Axe. You must use your sword-

### Atari

#### •Conan the Barbarian



swinging skills against the minions of evil. Cleave them limb from limb as you battle across the land. Even the graphics are impressive. Atari said that it may not come out, but let's hope they release this one.

Next, we tried out a polygon-based fighting game called **Fight For Life**. Using a wild assortment of warriors, you got to battle in true Jaguar style. Although early, it looked promising.

### Atari

#### •Fight For Life



Conan the Barbarian may or not be released. Let's hope that Atari is wise enough to bring this awesome title out.

### Atari

#### •Rage Rally



Atari also had a racing game called **Rage Rally**. It captured the look and feel of rally racing (as if I'd know). Best yet, it looked very good and was a blast to play! As we all know, that's the most important part of any game!



### Atari

#### •Pinball Fantasies



Here's the pinball game that seems to be hiding all of the platforms lately: **Pinball Fantasies**. This one gives you some entertaining pinball fields to rack up big points. Not spectacular, but a solid game nonetheless.



One feature the Jaguar is not short on is combat simulations. At the show, there were five games that varied on this theme. Many were first-person, cockpit-view shooters giving the player a chance to be in the middle of the action. If you're into these types of games, the Jaguar should be your system of choice. As we milled around the Atari booth, here's what we found...

### Atari

#### •Hover Strike



First was **Hover Strike**. This game used texture-mapped polygons to give the many worlds a realistic look. It was a major advancement over earlier games like *Cybermorph*. The ship controlled like a hovercraft—very slippery!



Next we moved over a few monitors Atari had hooked up and tried out the next game they had which was **Hover Hunter**. HH looked even more impressive than the others.



### Atari

#### •Hover Hunter



we had seen up to this point. The object of the game was simple. All you had to do was move around the zone and hunt down the enemies. After playing this one awhile, we moved yet again to a game

### Atari

#### Battle Sphere



called **Battle Sphere**. This one concentrates on space combat rather than the planetary battles of the last two carts. You are given a wide variety of ships. Each one has its own controls and firepower. Fans of the Star Control games should like this one. It looked really hot.



**Hover Hunter** takes place on a number of worlds. The graphic detail of this game makes it look like one of the better Jag sims.

### Atari

#### •Space War 2000



Last but not least, there was **Space War 2000**. This one seemed to take a mercenary approach. It was an intense space battle game where you go after other ships in the midst of deep space.

All in all, the Atari Jaguar had a very good showing. Watch for more coverage soon!



### THE JAGUAR CD-ROM AT LAST.

### Atari

#### •Blue Lightning



The first Jaguar CD-ROM title is a classic shooter!

Finally, Atari will be releasing the Jaguar CD-ROM. At the Winter CES we were treated to a more complete version of **Blue Lightning**, the first CD Jag game.

**Blue Lightning** is just like the classic Lynx title with better graphics and cinematics. All the intense aerial combat is packed onto this CD. Lots of missions await anyone bold enough to play it.



Just like the previous Winter CES, the 3DO exhibit was far from the hectic pace of Nintendo and Sega. Instead, there were two booths: One that was largely Panasonic, and another that focused on the licensees. There were a number of great new games to see, including **PoliceNauts** by Konami. This game is along the lines of *Snatcher*, and it has a chance of coming to the States. After seeing it, I can honestly say

### Konami

#### •PoliceNauts



I'm keeping my fingers crossed.

Next we moved on to the Origin area of the booth. The representatives there showed us the much-anticipated **Wing Commander III**. It looked great, and I could barely pull Dana from the game.

### Origin

#### •Wing Commander III



After prying him loose, we moved past *Silent Software's Return Fire*. After struggling past the booming classical music and the bustling crowd, we found out who the heck that weird Fintz character is...

### Readysoft

#### •Brandead 13



It turns out that Fintz is one of the characters in Readysoft's latest game called **Brandead 13**. Think of BD13 as a sort of nonlinear *Dragon's Lair*. You play the role of a young boy who lets loose an evil being, and then he must undo what he has done. Even though it was early, the animation looked great. We continue to trudge through the waves of games.

Taito was showing off **Pyramid Intruder**. It's a full-motion video shooter on par with *Sewer Shark*. You might remember this game on the LaserActive. This game does have some rather cool graphics as you fly deep into the heart of a dark, damp crypt. If FMV's your thing, this game should spark your interest.

Next we decided to see what was cooking at the Studio 3DO section, hoping to catch a new game in the works. We found a brand-new

### Taito

#### •Pyramid Intruder



showtype game that looked like it was based on the Soviet Union. From what I saw, it looked horrendous. Another game Studio 3DO had was **Killing Time**. This game combines the action of *Doom* with the mystery of *7th Guest*. Wander through a giant manor collecting items and fighting ghoulish things like killer downs. FMV ghosts will occasionally appear to give you clues on how to solve the mysteries.

And finally there was **Dino Blaze** by Virgin. This is best described as roller derby with dinosaurs. It's a cool-looking, rough-and-tumble action title. Choose from a cast of wacky dinos and prepare yourself for some madcap sporting events.

So needless to say, there were some really cool games to be seen for the 3DO.

### Studio 3DO

#### •Killing Time



### KILLING TIME

If you're into spooky thrills and gloomy adventures, *Killing Time* is a first-rate horrorfest. It was most impressive.

There are many more on the way, so the 3DO's future is really looking up.

### A CLOSER LOOK AT THE GAMES...



### WING COMMANDER III

*Wing Commander III* is a cinematic experience.



### DINO BLAZE

*Dino Blaze* combines sports with violence. What fun!

## Nintendo

## •Mario's Picross



The Game Boy had a surprisingly good showing. While there weren't necessarily a lot of games, the ones we found were of high quality.

Nintendo had **Mario's Picross**, a brand new puzzle game that looked challenging. They also had **Donkey Kong Land**. This is a whole new adventure for our favorite gonks. The graphics are great! Another Nintendo title was **Kirby's Dream Land 2**. Everyone's favorite ghost returns for more adventures. With more powers and new enemies, this is one Kirby game you're not likely to

## Nintendo

## •Donkey Kong Land



## Nintendo

## •Kirby's Dream Land 2



forget. It was cool!

Playmates had a version of **Earthworm Jim** for the Game Boy as well, and it was a near-exact translation.

There were also new titles of Game Boys, too. Some were colored, others were see-through. The Game Boy is still strong despite being black-and-white.

## Playmates

## •Earthworm Jim



## Philips

## •Thunder in Paradise Int.



The CD-i didn't have as many games as last year, but they still had a giant booth. They showed their entire library of titles, including three new games, **Thunder in Paradise Interactive**, **Secret**

## Philips

## •Secret Mission



**Mission and Lemmings**. Also seen was a whole array of movies that you can search on your CD-i including several blockbusters. It took a while to navigate through the entire booth.

## Sega of America

## •Tempo Jr.



With so many platforms to take care of, Sega didn't give as much attention to the Game Gear as usual. Still they showed us **Tempo Jr.** and **The Adventures of Batman & Robin**.

The licensees really didn't have much either. Most likely they are holding out for the next show.



## VIRTUAL BOY

Nintendo had their **Virtual Boy** displayed in a special section. It took hours of waiting in line to see it, but we were undaunted in our mission to try it out.

We entered a darkened room where they had previews of upcoming games on wide-screen TVs. With the use of the special glasses, the 3-D effects really popped out. Then we continued on to the next room where we could try out two VB games, **Tolero Boxer** and **Space Pinball**. Also on preview was a new Mario game, an overhead shooter and a Starfox clone called **Red Alarm** by T&E Soft.



## Nintendo

## •Tolero Boxer



## Nintendo

## •Unnamed Mario game



## Nintendo

## •Space Pinball



## Hudson

## •Unnamed Shooter









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